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GAME TIME NEWS

WINTER 1989 • Volume 1 • Number 3

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SunPeople

Name: Howard Shere
Occupation: Games Programmer
Age: 26

Q. How long have you been a games programmer, Howard?

A. "Professionally? About 3 years, although I've been involved with computers since I was sixteen."

Q. Why did you decide to become one?

A. "Well, games are fun and challenging, so creating them is that much more exciting, you know?"

Q. You were largely responsible for the arcade version of "Xenophobe." When



and how did you arrive at the overall concept of the game?

A. "In a nutshell, I was brainstorming at my old company, Bally, with an artist-friend named Brian. That was about 2½ years ago, I believe."

Continued on page 5



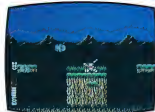
BLASTER MASTER

Mega Graphics • Mega Action

Blaster Master is here, and the time is now to prepare yourself. Sure, you have a powerful, all-terrain assault vehicle. Sure, you have some awesome laser weaponry by your side. But do you know the territory, or for that matter, what's in store?

The ultimate object of Blaster Master is to move yourself (as Jason) through a rigorous stretch of mutant-infested terrain known as Subterranea. There are eight levels to this strange world, so you can bet this won't be easy, although it will be exciting fun.

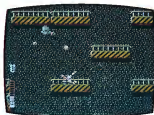
Here are some strategic tips you can arm yourself with the next time you find yourself "mutant-bashing" 20,000 feet below the surface.



Area 1: Stay off the radioactive ground at the bottom of the screen. There's no doubt about it — Metal Attacker will be blown to atoms. While you're submerged, go to the right and all the way down to grab some heat-seeking missiles.



Area 2: Steer clear of the lava pools in this huge maze of ancient ruins. Also, when you reach the Boss's room in Area 2, go immediately to the lower left of the screen and zap the creature in the mouth with your laser gun, not grenades.



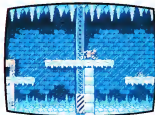
Area 3: Have your head on straight when you enter this mechanized empire. There are all kinds of cybernetic nasties, and sometimes it seems like they're everywhere. You can destroy the "Bomb Throwers" by getting close and using the cannon to vaporize them. You will also need full power on your gun to destroy the Area 3 Boss. After this is done, your tank will have hover capability.



Area 4: Welcome to the Slime Caves, where sewage can destroy your Metal Attacker. The key to Area 5 is in the Boss's Base. Go to the bottom-most right of the area, then as far left as you can go. Climb the ladder to Rivel's Lair. Don't fret, he's an easy one to knock off. Just launch a load of grenades into his mouth, but beware his fiery tongue.



Area 5: Kill the Monster Crab Boss, and you will have submarine capability. Again, his mouth is his weak spot.



Area 6: Watch the ice in here, because you just might wipe out on a slick platform. Avoid bases with slippery floors, too. Zap the Boss, and you get wall-driving capability. You'll really need it.



Area 7: And now for the other extreme — the intense heat of the Savage Furnace. To get here you must go back to Area 2 and drive up the far left wall in the Tower Room. When in Area 7, blast the rocks logically, so as to have a clear path to where you're going. Defeat the Fire-Frog with grenades to the mouth, and you'll acquire an additional strength — driving on ceilings!



Area 8: Now you're practically unbeatable, and it's time to prove it. Be certain all your functions are fully energized before you even think about taking on the Plutonium Boss. Here's a hint: Be on your toes to avoid the Plutonium Boss's whip. If you're enough of a go-getter, the little creep is dog-meat. GOOD LUCK!

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SPY HUNTER™

How to get 10 free cars —

When starting your game, press Right on the Joystick, select, and start simultaneously and when timer runs down, you will receive 10 cars if you haven't crashed. (If you crashed once, you will get 9 cars; twice, you will get 8 cars, etc. before timer runs out.)

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2 Grand Prize Winners —

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PLATOON

Game Tips & Secrets

1st Stage



The Jungle Scene

- The enemies never cross their own trip wires
- Pick up back packs to repair hits against you
- Shoot 2 times quickly before you jump over trip wire to avoid enemies while jumping

2nd Stage



The Tunnel System

- There are 2 Flares you must find. They're always in different spots
- Keep your gun cross hairs level and chest high! — Don't go up and down

3rd Stage



The Bunker

- Try and find the enemy in the dark — don't use flares too much — this will slow you down.

4th Stage



Jungle Confrontation

- Stay to one side and try to destroy the enemy before they get out of the bushes.



Here's a map of the first stage of Platoon.

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Steve the Video Game Master Games Counselor/Play tester

Q. Someone told me your job is to play and test Sunsoft's newest games, before they hit the shelves.

A. "You got it."

Q. So you just play games all day and get paid for it?

A. "Yeah, pretty much. I'm also involved in the shipping and sales end of it, too."

Q. So what do you do for fun, if you're testing Nintendo games all week?

A. "Well, working on custom cars and motorcycles is a big thrill for me. It's definitely a change of pace. When I'm through working on a bike, it's still there, it's real. It doesn't fade away like a high score does."

Q. Is there anything else you'd like to do in the future?

A. "I'd really like to pursue computer drafting, possibly even game design."

Q. Let's say I wanted your job. What would you tell me to do?

A. Get lost! ... That's a joke. I think anyone's best bet is to stay in school. Stay away from drugs and stuff like that. Assert your personality in as many positive ways as you can. Anything can happen, depending on what you really want.

Q. What's your favorite video accessory?

A. It's got to be the Turbo Joystick, without it I think my arm would fall off. Ha! Ha!

SunPeople - Howard Shere

Continued from page 1

Q. What kind of hobbies do you devote your free time to?

A. "Mostly board games, role-playing games like 'Dungeons and Dragons', and sailing, too."

Q. What's your main career ambition?

A. "To start putting better and more original games into the consumer and coin-op market, of course."

Q. What do you have in the works at Sunsoft at the moment?

A. "A better and more original game, what else? No, really — it's a secret. Sorry..."

Q. What would you suggest to someone who wants to program games for a living?

A. "Well, first — play a lot of games to get a good idea of what's already out there, then try to devise a game that you haven't seen yet, you know? I'd also recommend building an extensive knowledge of computers, of course."

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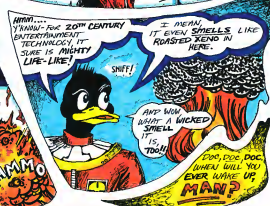
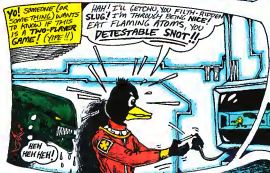
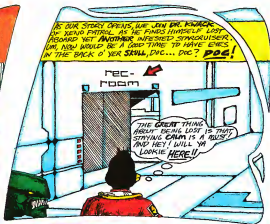
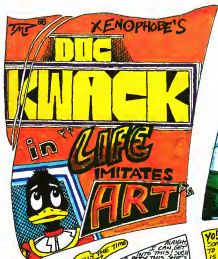
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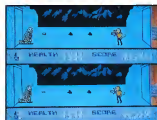
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XENOPHOBIA

**PRIORITY SUBSPACE MESSAGE TO DR. ZORDIRZ AND
DR. KWACK FROM U.S.S. SOLARIS....**



Tip #1



Tip #3



Tip #5

1. When a Xeno materializes near you, your goal should be to get as far away from it as you can, so you can have enough time to blast it before it leaps onto you and devours you. A good way to do this is to jump at and over the Xeno immediately, as soon as he appears. Then jump again to get some distance before turning towards it and opening fire. By the time the Xeno has turned to face you, you'll have blasted it full of holes!

2. Picking up a flashing globe (which appears after you kill any beastie) will automatically clear the base of Xenos and transport you back to the ship.

3. It takes 5 - 7 normal gunshots to kill a Xeno; less than four if you have a lightning gun. It requires a maximum of four normal shots to eliminate lesser creatures.

4. Avoid Xenos in small, tight rooms by ducking as they leap at you. Then get out of the way!

5. Don't jump at the doors — You'll fall down and be Xeno-meat

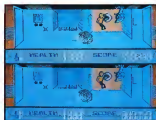
6. The upside-down Spiderion bombthrowers can be destroyed by jumping and firing at close range. The bombs themselves can't hurt you until they hit the floor and explode.



Tip #2



Tip #4



Tip #6

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Preview



This Spring, you can add a new member to the Sunsoft family of Nintendo Entertainment System hits — Uncle Fester! Yes, that hilariously hairless uncle from the old "Addams Family" show has embarked on a perilous quest: free humankind from a mysterious and threatening alien race. With the right weapons and strategies, anything is possible, even for Fester. But without your help, there's no telling what our planet's fate will be. So seek out Uncle Fester this Spring. Don't let the quest begin without you!



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